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... Languages - Dean, Chambers, Grove (1995) (Correct) Active bibliography (related documents): More All 1.7: Vortex: An **Optimizing Compiler for Object-Oriented**.. ... [citeseer.ist.psu.edu/136007.html](#) - 36k - [Cached](#) - [Similar pages](#)

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Vortex compiler

Vortex is a language-independent **optimizing compiler** infrastructure for **object-oriented** and other high-level languages, written entirely in Cecil. ...

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Object-oriented systems at UCSB

Our research group investigates **compiler optimizations** for **object-oriented** languages, related implementation aspects (such as dispatch mechanisms or garbage ...

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... The Portland Group C++ **compiler**; The MPC++, a ... C++) and fe.lib (an **object-oriented** finite element ... Includes interval arithmetic, global **optimization**, and solving ...



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Relevance scale ☐ ☐ ☐ ☐ ☐1 [An enabling optimization for C++ virtual functions](#)

Bradley M. Kuhn, David W. Binkley

February 1996 **Proceedings of the 1996 ACM symposium on Applied Computing**Full text available: [pdf\(655.81 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**Keywords:** dynamic finding, optimization, virtual functions2 [Automatic prototype generating via optimized object model](#)

Sheldon X. Liang, Lynn Zhang, Luqi

June 2003 **ACM SIGAda Ada Letters**, Volume XXIII Issue 2Full text available: [pdf\(809.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Computer-aided prototyping shows promise that one system under development frees designers from implementation details by executing specifications via reusable components. Ada is first choice for constructing such reusable object-oriented components because Ada95 is the only international standard programming language that supports object-oriented real-time distributed systems. But Ada has diversified object forms that are so intricate that people feel it difficult to find an equivalence of a cl ...

Keywords: Automatic Prototype Generating (APG), compositional pattern, encapsulation, inheritance, polymorphism3 [Interactive type analysis and extended message splitting; optimizing dynamically-typed object-oriented programs](#)

Craig Chambers, David Ungar

June 1990 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1990 conference on Programming language design and implementation**, Volume 25 Issue 6Full text available: [pdf\(1.58 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Object-oriented languages have suffered from poor performance caused by frequent and slow dynamically-bound procedure calls. The best way to speed up a procedure call is to compile it out, but dynamic binding of object-oriented procedure calls without static receiver type information precludes inlining. Iterative type analysis and extended message splitting are new compilation techniques that extract much of the necessary type information and make it possible ...



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Result page: **1** [2](#) [next](#)Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Optimizing multi-method dispatch using compressed dispatch tables](#)

Eric Amiel, Olivier Gruber, Eric Simon

October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications**, Volume 29 Issue 10

Full text available: pdf(1.83 MB)

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Optimizing method dispatch is a central issue in object-oriented language implementation. The dispatch table scheme, used for example by C++, is the only implementation of method dispatch that offers constant time performance. This property is the main asset of dispatch tables and a major requirement for some languages. However, the major drawback of dispatch tables is the space they require. Reducing the size of dispatch tables has been studied in the case ...

2 [Hash table methods for case statements](#)

Jason Gait

April 1982 **Proceedings of the 20th annual Southeast regional conference**

Full text available: pdf(315.27 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

The CASE statement evaluates an expression, selects an action according to the value of the expression and then executes the action. The most efficient runtime behavior is exhibited when the action can be selected via a jump table, which provides an entry for every possible value in the range of the expression but has execution time that is constant as the number of cases increases. If the range of the expression is too large then the jump table becomes impractical because of excessive space req ...

Keywords: Case Statements, Compiler Implementation, Computer Architecture, Hashing, Open Addressing

3 [Optimal weight assignment for signature generation](#)

Chun-Wu Roger Leng, Dik Lun Lee

June 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 2

Full text available: pdf(1.52 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Previous work on superimposed coding has been characterized by two aspects. First, it is generally assumed that signatures are generated from logical text blocks of the same size; that is, each block contains the same number of unique terms after stopword and duplicate removal. We call this approach the fixed-size block (FSB) method, since each text block has the same size, as measured by the number of unique terms contained in it. Second, with